

Rock Raiders

DEPENDENCIES LIST

A teleport pad takes up a single block.

And can only teleport smaller vehicles (that fit into a single block)

Teleport pads can be built adjacent to each other

And can then teleport longer vehicles – (two blocks wide)

Teleport pads can be upto 2 by 2 blocks (4 in total) for the biggest vehicles

ELECTRIC FENCES

Electric fences need a power supply building.

If they are not connected via another electric fence to the power supply building then they do not function.

An idea, might be for a single ‘bolt’ of electric to move around all the connected fences until it returns to the power source. The fence only is ‘dangerous’ while it has the electric bolt on it. This means that a long fence would be less of a defence as the bolt of electric would take longer to get around and a rock monster might be able to get through the fence before it is charged. This would limit the length of fences, or the player could add in more power stations in the fence loop and get another bolt of electric for each new power station. The lego men could wait for a gap in the fence before moving through. So too small a length of fence and the lego men would end up waiting to get through, which the player would then want to alter

ROCK MONSTERS

PROGRAMMING TO DO:

ROCK MONSTERS

The rock monsters should bash into vehicles. This should play the vehicle hit animation for the appropriate direction. It should make the vehicle take damage points.

SMALL DIG and a BIG DIG ICON – Toggle between these options.

for units status.

Allow the selection

Collected Crystals icon

The bottom of the screen, has an icon for crystals. Over this is printed the number of crystals collected so far this level. If the icon is clicked then out slides a bar which, has an indent for each crystal needed to complete this particular level, and if a crystal has been collected then it

THOUGHT BUBBLES

Select a lego man to choose Thought bubble for

PLACE HELP MESSAGES ON THE MAP:

These are decals that display as message such as ‘click here’. Each has a small box for a number to be printed in it. This is to show the order that the message must be performed. Ideally these will be removed as each message has correctly been performed.

GRAPHICS TO DO:

We need a thought bubble for each possible tool that a lego man can use.

MESSAGES:

The Capt points to crystals got icon and says, This is the collected crystals icon, the number is the total number of crystals collected in this level. If you click on it, it will show you how many crystals are needed to complete this level.

ICONS:

Select men or vehicles

Select a man options to

- Move
- Dig
- Upgrade
- Feed

LEGO MEN

Lego men can only carry one tool at a time.

Upgrading a lego man makes him able to carry two tools

Upgrading a second time allows him to carry three tools.

If the lego man is asked to perform a task that he needs a different tools for then he will have to go back to the supply depot to swap his tool.

ORE SEAMS

Rather than a single block of ore appearing when a section is dug.

Digging should uncover large Brown Ore blocks, these the men and vehicles keep digging against and collect ore from, they should give out 20 or so units of Ore. The Ore pile should diminish as it is used up. This can actually shrink the mesh, rather than change graphic.

VEHICLES

Vehicles need to be able to transport ore, For the moment, they can move to an ore block, wait a short while then the ore (3 units at a time) appear in the transport and it moves to its drop off point (depot, building etc)

Vehicles need also to be able to transport crystals (see above)

ROCK MONSTERS

We want Rock Monsters, to bash into vehicles, these then do the rocking animation, from which ever side they are hit. The incur damage points as well.

We want Rock monsters to bash into buildings. A damaged building, will shake and smoke come out of it, to show it is damaged.

LEGO MEN

We need to be able to instruct the men to repair, vehicles or buildings. They will walk upto a building/ vehicle and do the repair animation while the building is slowly repaired.

They need to use the spanner to do this (which they might have to get from the stores)